```
ec::Geometry
#m VAO
# m VBO
# m EBO
# m vertices
# m indices
+ ~Geometry()
+ Render()
+ RecalculateNormals()
+ GetVAO()
+ GetVBO()
+ GetEBO()
# SetupMesh()
# Geometry()
   ec::SphereMesh
   + SphereMesh()
   + ~SphereMesh()
   + Resize()
   + GetRadius()
   + GetLatitude()
   + GetLongitude()
```